# IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Application Serial No. ............................................................................ 09/464,671
Filing Date ............................................................................ December 15, 1999
Inventorship ............................................................................ Shao et al.
Confirmation No. ............................................................................ 7956
Applicant ............................................................................ Microsoft Corp.
Group Art Unit ............................................................................ 2154
Examiner ............................................................................ El-Hady, Nabil M.
Attorney's Docket No. ............................................................................ MS1-0438US

Title: **User And Content Aware Object-based Data Stream Transmission Methods And Arrangements**

## SHORTENED ABSTRACT

## RESPONSIVE TO

## EXAMINER REQUEST

To:      Mail Stop Amendment
Commissioner for Patents
P.O. Box 1450
Alexandria, VA  22313-1450

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# INTRODUCTORY COMMENTS

In accordance with a telephone voice mail request from Examiner El-Hady on 11/02/05, an Abstract that meets the new 150 word stipulation is presented below.

# <u>ABSTRACT</u>

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3          A scalable video transmission scheme is provided in which client interaction

4     and video content itself are taken into consideration during transmission.  Methods

5     and arrangements are provided to prioritize/classify different types of information

6     according to their importance and to packetize or otherwise arrange the prioritized

7     information in a manner such that lower priority information may be dropped during

8     transmission.  Thus, when network congestion occurs or there is not enough network

9     bandwidth to transmit all of the prioritized information about an object, some (e.g.,

10    lower priority) information may be dropped at the server or at an intermediate

11    network node to reduce the bit rate.  Thus, when the server transmits multiple video

12    objects over a channel of limited bandwidth capacity, the bit rate allocated to each

13    object can be adjusted according to several factors, such as, e.g., information

14    importance and client interaction.

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